

Sprint 3 Report

Sprint duration: 19 – 25 February 2025

Individual Developer Report

Developer	Individual Report
Abhinav Jha	<ul style="list-style-type: none">- Worked on classes: TileClicked.java; GameState.java; Card.java; Unit.java;- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 5 – Deduct mana for cardso 35 – Spell Ability – Heal (Sundrop Elixir)- Pending user stories and resolution plan: No- Completed user stories that are not planned in this sprint: No- Refactored code from Sprints 1 and 2: Created common attributes in GameState and moved common logics into methods for better usage in future user stories.
He Sun	<ul style="list-style-type: none">- Worked on classes: TileClicked.java; GameState.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 13 – Hide moveable Tileso 23 – Draw a card at end of turnso 34 – Spell Ability: Direct Damage- Pending user stories and resolution plan: Highlighting does not automatically disappear after the piece is used, and the highlighting remains when endturn and otherclicked are performed. Moving the highlighting method to GameState.java ensures that the highlighting disappears when other clicks are performed, which improves the aesthetics of the game.- Completed user stories that are not planned in this sprint: No
Paul Smith	<ul style="list-style-type: none">- Worked on classes: Card.java, GameState.java, TileClicked.java, Unit.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 9 – Creature unit summoned with statso 36 – Spell Ability – Destroy an enemy creature- Pending user stories and resolution plan:<ul style="list-style-type: none">o 9 – Creature unit summoned with stats: Struggled to map Card configs to Unit objects. Workaround involved manual if statements per Card. Team member later refactored code using a mapper, which I then built on to pull through names and abilities.o 36 – Spell Ability – Destroy an enemy creature: Could remove enemy creature from board, but summon wraithling upon Dark Terminus usage implemented after summon wraithling User Story.- Completed user stories that are not planned in this sprint: No
Qirui Guo	<ul style="list-style-type: none">- Worked on classes: Gamestate.java, Card.java, Endclicked.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 18 – Attack onceo 37 – Spell Ability – Stun an enemy unit

	<ul style="list-style-type: none"> - Pending user stories and resolution plan: 18- Attack once: Same logic as US17 – Move once - Completed user stories that are not planned in this sprint: No
Phuong Uyen Tran	<ul style="list-style-type: none"> - Worked on classes: TileClicked.java, Player.java, Tile.java - Completed user stories as planned in this sprint: <ul style="list-style-type: none"> o 39 – Player health sync only with Avatar o 40 – Placing units must check valid tiles - Pending user stories and resolution plan: No - Completed user stories that are not planned in this sprint: No

Sprint 3 Review

US Name	SP	Priority	Developer	Status	Remark
Player health sync only with Avatar	1	Must have	Uyen	Completed	Newly added
Placing units must check valid tiles	2	Should have	Uyen	Completed	Newly added
Deduct mana for cards	1	Should have	Abhinav	Completed	Pending from Sprint 2
Creature unit summoned with stats	2	Should have	Paul	Completed	Pending from Sprint 2
Attack once	2	Should have	Qirui	Completed	
Draw a card at end of turns	1	Should have	He Sun	Completed	
Spell Ability: Direct Damage	2	Should have	He Sun	Completed	
Spell Ability: Heal	2	Should have	Abhinav	Completed	
Spell Ability – Destroy an enemy creature	2	Should have	Paul	Completed	
Spell Ability – Stun an enemy unit	2	Should have	Qirui	Completed	
Hide moveable Tiles	1	Could have	He Sun	Completed	

Estimated SPs= 18, Actual SPs= 18

Iteration Hit Rate = 18/18 = 100%

Sprint 3 Conclusion:

- Sprint 3 was completed on track.
- We identified 6 new user stories to be added to Sprint 4 and updated Sprint 4 plan to reflect these additions:
 - o User should not be able to see AI hand
 - o Remove highlights for ai units

- Remove notifications for AI
- Fix cardDeck to be 20 cards (use 2 of each card)
- Use card in each turn (not compulsory) - AI
- Use spells